

CLAIMS

- 5 1. A multi-station game apparatus comprising:
a plurality of individual game units, where each game unit is
capable of dispensing awards based upon a skilled operation
performed by a player of said game unit; and
a progressive bonus apparatus coupled to said plurality of
10 game units and operative to accumulate a progressive score based
upon contributions from said plurality of game units and further
operative to provide a bonus award based upon said progressive
score to a player of an individual unit when said player
accomplishes a predetermined task.
- 15 2. A multi-station game apparatus as recited in claim 1
wherein said individual game units include a playing surface, a
first end and a second end, target means proximate said second
end, and a playing piece capable of being directed towards said
20 target means.
3. A multi-station game apparatus as recited in claim 2
wherein said individual game units include wheel means
responsive to said target means and operative to rotate in a
25 predetermined way when said target means receives said playing
piece.
4. A multi-station game apparatus as recited in claim 1
wherein said award dispensed by said individual game units
30 consists of a non-monetary award.
5. A multi-station game apparatus as recited in claim 1
wherein said progressive score includes the sum of said
contributions from said plurality of game units.

6. A multi-station game apparatus as recited in claim 1 wherein said predetermined task that said player accomplishes to receive said enhanced reward includes accomplishing a predetermined result a plurality of times.

5

7. A game comprising:

a playing surface having a first and a second end;

at least two targets proximate to said second end of said playing surface, where each of said targets is receptive to a playing piece directed down said playing surface;

10

means for detecting which target received said playing piece;

wheel means;

wheel control means responsive to said means for detecting and operative to selectively control the rotational position of said wheel means; and

15

scoring means operative to accumulate a game score based upon said position of said wheel means.

20

8. A game as recited in claim 7 wherein said playing surface includes an inclined plane where said first end is higher than said second end.

9. A game as recited in claim 7 wherein said targets proximate to said second end of said playing surface include apertures, and wherein said means for detecting comprises a plurality of sensors associated with said apertures.

25

10. A game as recited in claim 7 wherein said playing piece is substantially spherical.

30

11. A game as recited in claim 9 wherein said sensors include switch means activated by a playing piece.

35

12. A game as recited in claim 7 wherein said wheel means includes a plurality of radial segments, where at least some of said radial segments comprise a position score which may be added to said game score.

13. A game as recited in claim 12 wherein said wheel control means includes motor means coupled to said wheel means.

5 14. A game as recited in claim 13 wherein said wheel control means includes feedback means coupled between said motor means and said wheel means.

10 15. A game as recited in claim 7 further comprising dispenser means, where said dispenser dispenses an award based upon said game score accumulated by said scoring means.

15 16. A game as recited in claim 7 wherein said wheel means comprises the image of a wheel on a video display.

17. A method for playing a game comprising:
directing a playing piece towards a target end of a playing surface;
detecting the end position of said playing piece proximate
20 said target end;
controlling the rotational position of a wheel means based upon said detected end position; and
accumulating a game score based upon said rotational position of said wheel means.

25 18. A method as recited in claim 17 further comprising the step of directing a plurality of said playing pieces towards said target end of said playing surface.

30 19. A method as recited in claim 17 wherein said step of directing a playing piece towards a target end of a playing surface includes a step of guiding said playing piece to said target end with a guiding means.

35 20. A method as recited in claim 17 wherein said step of detecting the end position of said playing piece at said target end of said playing surface includes the step of closing a switch with said playing piece.

21. A method as recited in claim 17 wherein said step of controlling the rotational position of said wheel means includes the step of rotating said wheel means as determined by said end position of said playing piece.

22. A method as recited in claim 21 wherein said step of accumulating a game score includes the step of adding to said game score a wheel position score based upon the position of said wheel after said wheel rotation step.

23. A method as recited in claim 17 further comprising the step of dispensing an award based upon a final game score.

24. A method as recited in claim 17, wherein said step of controlling the rotational position of said wheel means comprises displaying an image of a wheel on a video display which represents the rotational position of said wheel means.